AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

Claim 1. (Currently amended)   A method operable in a local device for determining clock skew in a packet-based session between said local device and a remote device with a non-deterministic packet delay, said method comprising the steps of:

receiving a sequence of control packets from the remote device transmitting media packets in a session[[;]], each control packet including a remote real time-stamp comprising a system clock time of the remote device [[;]] and a separate remote media card clock time-stamp comprising a media card clock time of the remote device corresponding to the remote real time-stamp;

comparing a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with a second real-time stamp and a second remote media card clock time-stamp from a second received control packet, respectively, to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time [[rate]] system clock;

transmitting a sequence of control packets from said local device transmitting media packets in said session, each control packet including a local real time-stamp comprising a system clock time of the local device and a separate local media card clock time-stamp comprising a media card clock time of the local device corresponding to the local real time-stamp; and

comparing a third real-time stamp and a first local media card clock time-stamp from a

first transmitted control packet with a fourth real-time stamp and a second local media card clock

time-stamp from a second transmitted control packet, respectively, to determine from said two

transmitted control packets, a second relative rate of a local media card clock to the local real-

time [[rate]] system clock.

Claim 2. (Canceled)

Claim 3. (Currently amended)   [[A]] The method according to claim 1 comprising the step

of:

        synchronizing said local real time rate with said remote real time-rate.

Clam 4. (Currently amended)   [[A]] The method according to claim 3 wherein said devices

communicate across an Internet Protocol (IP) network.

Claim 5. (Currently amended)   [[A]] The method according to claim 4 wherein said

network is one of a LAN (Local Area Network) a WAN (Wide Area Network) or the Internet.

Claim 6. (Currently amended)   [[A]] The method according to claim 4 wherein said

synchronisation employs the Network Time Protocol is employed for synchronizing.

Claim 7. (Currently amended)   [[A]] The method according to claim 1 wherein said media

packets are Realtime Transport Protocol (RTP) packets and wherein said control packets are

RTP Control Protocol (RTCP) Sender Report (SR) packets.

Claim 8. (Currently Amended)   [[A]] The method according to claim 1 further comprising

the step of:

adjusting the contents of a buffer storing said media packets received from a

transmitting device according to said first and second relative rates.

Claim 9. (Currently amended)   [[A]] The method according to claim 3 further comprising

the step of:

determining from a difference in time between local real time when a control

packet is received and the remote real time-stamp of said control packet, a first approximation of

one-way media packet delay; and

determining from said first relative rate and said first approximation a skew-

corrected one-way media packet delay between devices in said session.

Claim 10. (Currently amended)   [[A]] The method according to claim 9 further comprising

the step of:

adjusting a playout strategy of said session according to said skew-corrected one-

way media packet delay.

Claim 11. (Canceled)

Claim 12. (Currently amended)   A device arranged to determine clock skew in a packet-based session with a non-deterministic packet delay between said device and a remote device, said device being arranged to:

receive a sequence of control packets from the remote device transmitting media packets in a session, each control packet including a remote real time-stamp comprising a system clock time of the remote device [[,]] and a separate remote media card clock time-stamp comprising a media card clock time of the remote device corresponding to the remote real time-stamp;

compare a first real-time stamp and a first remote media card clock time-stamp from a first received control packet with a second real-time stamp and a second remote media card clock time-stamp from a second received control packet, respectively, to determine from said two received control packets, a first relative rate of a remote media card clock to the remote real time [[rate]] system clock;

transmit a sequence of control packets from said local device transmitting media packets in said session, each control packet including a local real time-stamp comprising a system clock time of the local device and a separate local media card clock time-stamp comprising a media card clock time of the local device corresponding to the local real time-stamp; and

compare a third real-time stamp and a first local media card clock time-stamp from a first transmitted control packet with a fourth real-time stamp and a second local media card clock time-stamp from a second transmitted control packet, respectively, to determine from said two transmitted control packets, a second relative rate of a local media card clock to the local real-time [[rate]] system clock.

Claim 13. (Currently amended)   A computer program product comprising computer program

code stored on a storage medium which when executed in a local device is arranged to determine

clock skew in a packet-based session with a non-deterministic packet delay between said local

device and a remote device, said method comprising the steps of:

receiving a sequence of control packets from the remote device transmitting media

packets in a session, each control packet including a remote real time-stamp comprising a system

clock time of the remote device [[,]] and a separate remote media card clock time-stamp

comprising a media card clock time of the remote device corresponding to the remote real time-

stamp;

comparing a first real-time stamp and a first remote media card clock time-stamp from a

first received control packet with a second real-time stamp and a second remote media card clock

time-stamp from a second received control packet, respectively, to determine from said two

received control packets, a first relative rate of a remote media card clock to the remote real time

[[rate]] system clock;

transmitting a sequence of control packets from said local device transmitting media

packets in said session, each control packet including a local real time-stamp comprising a

system clock time of the local device and a separate local media card clock time-stamp

comprising a media card clock time of the remote device corresponding to the local real time-

stamp; and

comparing a third real-time stamp and a first local media card clock time-stamp from a

first transmitted control packet with a fourth real-time stamp and a second local media card clock

time-stamp from a second transmitted control packet, respectively, to determine from said two

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transmitted control packets, a second relative rate of a local media card clock to the local real-

time [[rate]] <u>system clock</u>.